Text

Description automatically generated with medium confidence

We need to provide OpenGL a series of code text, and let OpenGL compile those code to make it executable in GPU, and link together.

Text

Description automatically generated with medium confidence

Define compile shader

Text, letter

Description automatically generated

Create shader program

Text

Description automatically generated

Resume our shader failed handling part

Text

Description automatically generated

Now we define our shader program

Text

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Use these two programs

A picture containing graphical user interface

Description automatically generated

Finally we get a red triangle

Shape

Description automatically generated

If we create some error, we can see the error output:

Text

Description automatically generated

Graphical user interface, text

Description automatically generated